



Answer Key

Computer Genius

1. Computer—A Smart Machine

LET'S RECAP (Page no. 7)

1. (b) 2. (c) 3. (a)

QUEST (Page no. 8)

Do it yourself.

EXERCISE

- A.** 1. (iii) 2. (ii) 3. (i)
- B.** 1. T 2. T 3. F 4. F 5. T
6. T
- C.** 1. (iv) 2. (iii) 3. (ii) 4. (i)

D. 1. Television and Washing machine

2.

Computer	Man
Computers can store a lot of information and never forget it.	Man works slowly and can do only one task at a time.

3. Desktop Computer, Laptop, Tablet, Smartphone.



1.



2.



3.



4.



5.



6.



7.



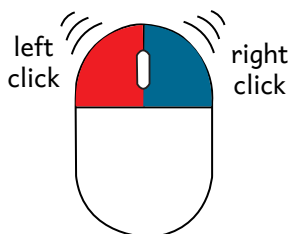
8.



2. The Mouse and The Keyboard

LET'S RECAP ▶ (Page no. 16)





EXERCISE

- A.** 1. (iii) 2. (i) 3. (iii) 4. (i)
- B.** 1. Mouse 2. Pointer 3. Keyboard 4. Number 5. Alphabet
- C.** 1. F 2. T 3. T 4. T 5. F
- D.** 1. Mouse Pad
2. Index finger
3. Enter Key
4. Cursor

FUN ZONE

C	O	W	H	S	E	L	F	I	Q	P
O	C	L	I	C	K	I	N	G	T	O
M	B	U	S	R	W	V	I	N	H	I
O	S	H	A	O	P	E	N	E	U	N
U	L	D	K	L	O	M	G	Y	M	T
S	Q	Z	V	L	J	C	E	X	B	E
E	T	U	D	R	A	G	E	N	S	R



Periodic Assessment 1

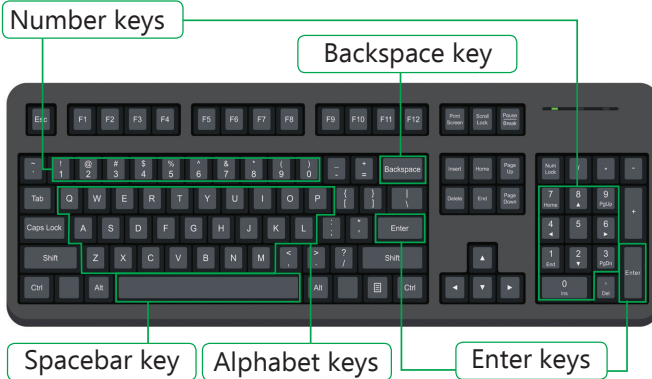
(Based on chapters 1 & 2)

A. 1. Desktop Computer

2. Laptop

3. Tablet

B.



C. 1. Dragging

2. Mouse Pointer

3. Right-click

3. Introduction to Paint

LET'S RECAP (Page no. 26)

Do it yourself.

QUEST (Page no. 30)

Line, rectangle, rounded rectangle

EXERCISE

A. 1. (ii)

2. (iii)

3. (iii)

4. (ii)

5. (ii)

B. 1. T

2. F

3. T

4. F

5. F

C. 1. Save command

2. It is a blank area where you can draw and colour.

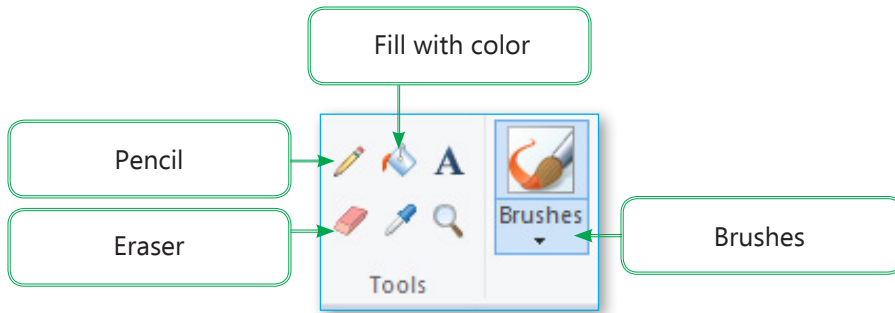
3. Colors Group

4. Brushes and Pencil tool



Computer Genius-I (Answer Key)



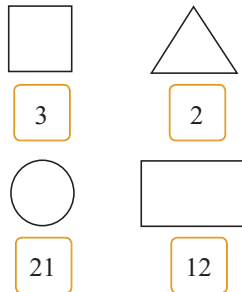


4. Reasoning and Critical Thinking

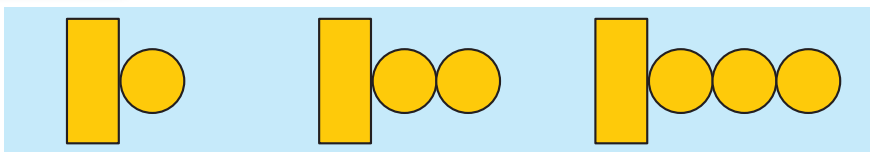
LET'S RECAP ▶ (Page no. 36)

Do it yourself.

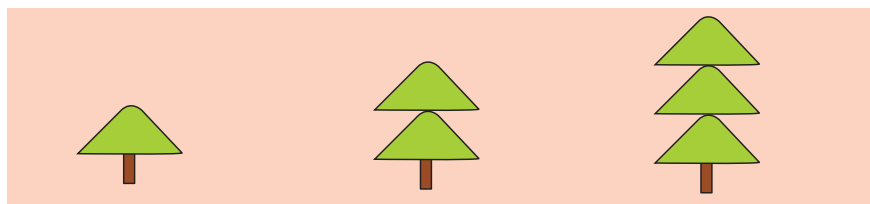
 **QUEST** (Page no. 37)



1.



2.

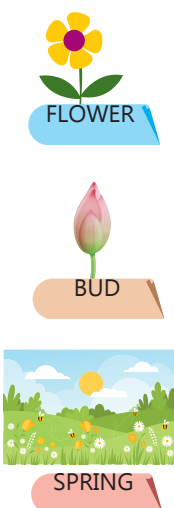


EXERCISE

- A.** 1. (iii) 2. (ii) 3. (i) 4. (iii)
- B.** 1. Four 2. Triangle 3. Round 4. Again and again 5. Definite
- C.** 1. T 2. F 3. F 4. F 5. T
- D.** 1. Square, Triangle, Rectangle
2. Directions

FUN ZONE

A.



F	L	O	W	E	R	B
N	U	N	M	S	S	X
E	W	A	D	M	P	Q
T	Z	E	Q	X	R	R
B	U	D	S	Q	I	A
Z	U	B	E	Y	N	I
A	C	L	A	Z	G	N

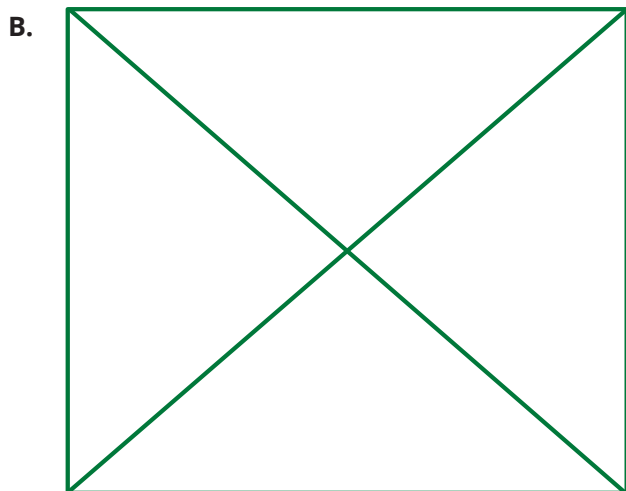
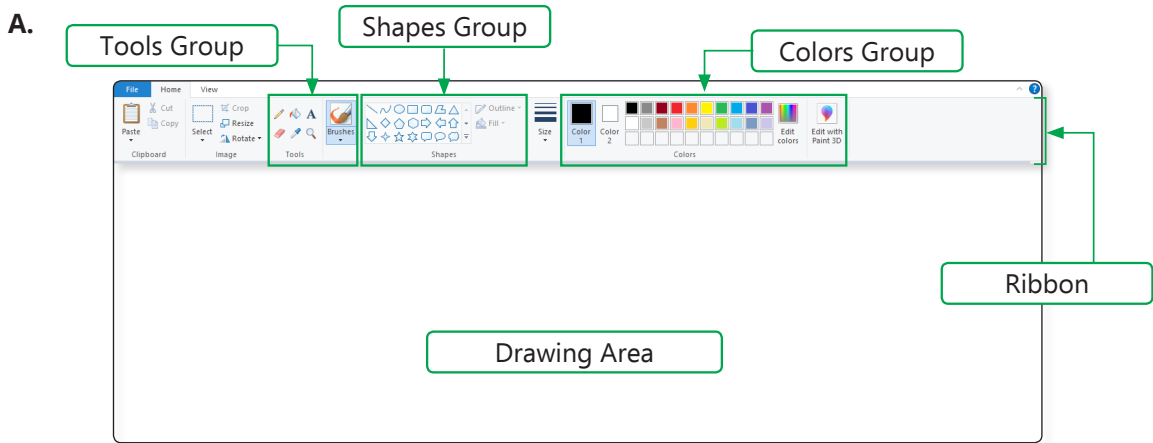


- B. 1. 5 15 25 35 45 55 65 75 85 95
2. 101 201 301 401 501 601 701 801 901 1001
3. A D G J M P

C. Do it yourself.

Periodic Assessment 2

(Based on chapters 3 & 4)



8

- C. 4. Double-click to end.
2. Now drag the mouse to make a line.
3. Now click on the line and drag to make a curve.
1. Click on Curve shape.

Test Sheet 1

(Based on chapters 1 to 4)

- A. 1. (iii) 2. (iii) 3. (ii) 4. (iii)
- B. 1. Pointer 2. four 3. round
- C. 1. T 2. T 3. F
- D. 1. By using a computer, we can:
- Draw pictures
 - Watch movies
2. Save command
3. We use the Arrow keys to move the cursor up, down, left and right.

5. Google Blockly Games

LET'S RECAP (Page no. 44)



QUEST (Page no. 47)

1. T 2. T 3. T

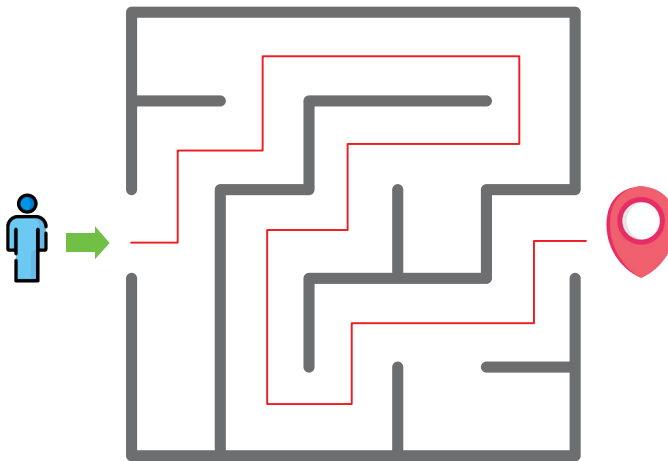


EXERCISE

- A.** 1. (i) 2. (iv) 3. (ii) 4. (ii)
- B.** 1. Google Blockly 2. Puzzle 3. Maze 4. Reset
- C.** 1. T 2. T 3. F
- D.** 1. Google Blockly is a tool that helps the users to learn block-based programming quickly and easily.
2. If some answers are incorrect, a message appears on the screen.
3. The blocks used in the Maze game and their use are the following:
- **move forward:** This block move the object in the forward direction from the direction it is facing.
 - **turn left:** This block turn the object in the left direction from the direction it is facing.
 - **turn right:** This block turn the object in the right direction from the direction it is facing.

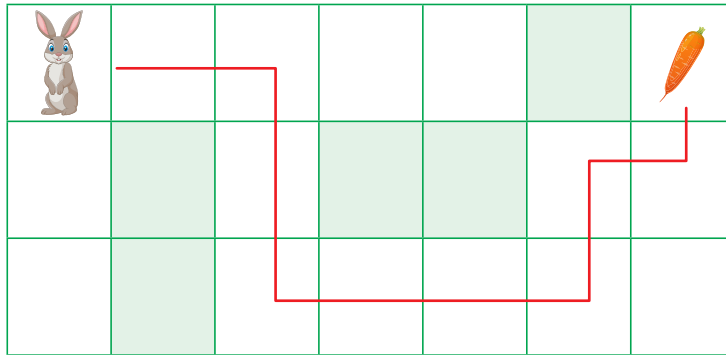


FUN ZONE



6. Introduction to ScratchJr

LET'S RECAP ▶ (Page no. 52)



QUEST (Page no. 55)

1. b

2. c

3. a

QUEST (Page no. 55)



EXERCISE

A. 1. (i)

2. (iii)

3. (ii)

B. 1. T

2. T

3. T

4. F

C. 1. c

2. d

3. a

4. b

5. f

6. e

D. 1. Stage is the main working area where characters move and perform actions.

2. Motion Blocks, Looks Blocks, Sounds Blocks, Control Blocks



FUN ZONE

1. Plus Button

2. Green Flag

3. Change Background

4. Save



10

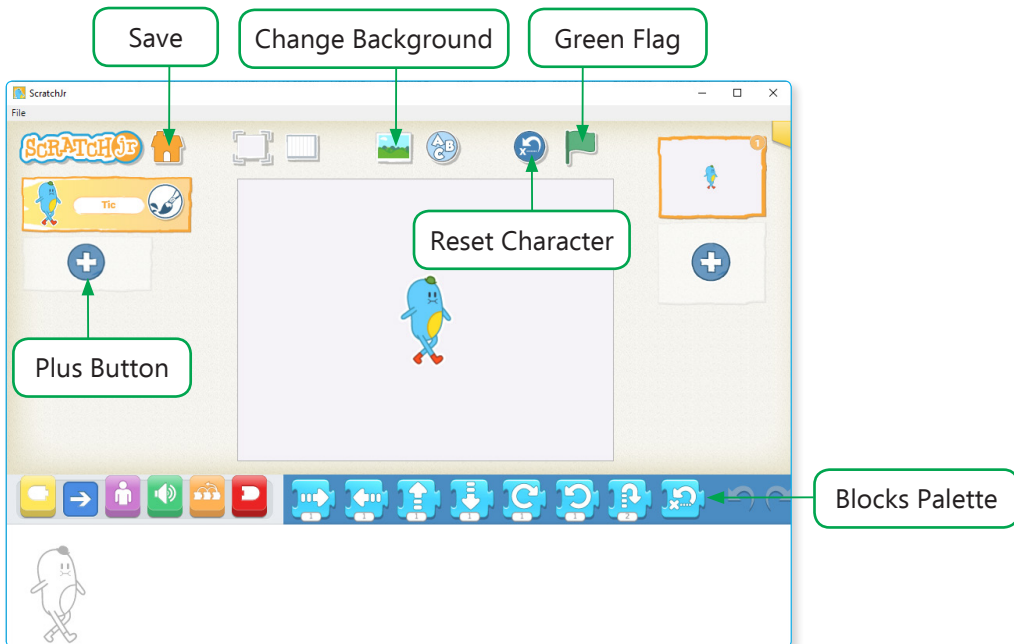
Computer Genius-I (Answer Key)



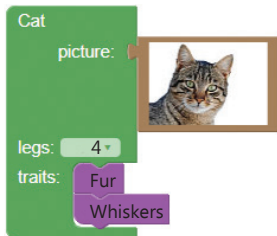
Periodic Assessment 3

(Based on chapters 5 & 6)

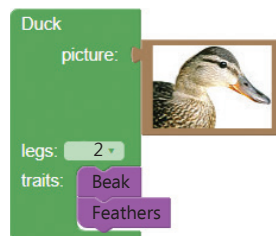
A.



B. 1.



2.



- C. 1. The Puzzle game teaches the concept of block joining to the users. In this game, the user has to match the picture of the animal/bird with its name.
2. The Maze game teaches the concept of programming to the users. In this game, the user has to move the person from the current position to the destination.

7. What is AI?

LET'S RECAP (Page no. 60)

1. Banana

2. Car

3. Bus

4. Sun





- | | | | |
|-----------|----------------------------|----------|------------|
| A. | 1. (ii) | 2. (ii) | 3. (i) |
| B. | 1. Robots | 2. Think | 3. YouTube |
| C. | 1. F | 2. T | 3. T |
| D. | 1. c | 2. a | 3. b |
| E. | 1. Artificial Intelligence | | |
| | 2. YouTube, Face Lock | | |

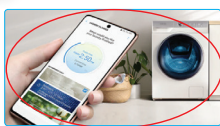


FUN ZONE

1. ROBOT 2. YOUTUBE 3. FACE LOCK

LET'S RECAP (Page no. 68)

Do it yourself



EXERCISE

- A.** 1. (ii) 2. (i) 3. (i)
B. 1. F 2. T 3. F
C. 1. Smart Speaker 2. Smartwatch



1. c 2. a 3. b

Periodic Assessment 4

(Based on chapters 7 & 8)

- A.** 1. Google Maps 2. YouTube 3. Google Assistant
B. 1. Smart Vacuum Cleaner, smart vacuum cleaners automatically navigate themselves and move around to clean the floor.
2. Smart Washing Machine, you can operate the washing machine by using an app on your tablet or smartphone.
3. Smart Speaker, it can play songs, set alarms, answer calls, etc.
4. Smartwatch, it can measure your pulse rate, count your steps, etc.

Test Sheet 2

(Based on chapters 5 to 8)

- A.** 1. (iv) 2. (iii) 3. (i)
B. 1. Google Blockly 2. think 3. Robots
C. 1. T 2. T 3. F
D. 1. Smart Speaker 2. Green Flag

